IN THE CLAIMS

Please amend the claims as follows:

1.   (Currently Amended) A gaming machine for conducting a wagering game, comprising:

a memory structure for storing an audio file associated with the wagering game, the audio file including a marker and an audio sequence; and

a controller operative to play the audio file, including playing the sequence and ~~initiate~~ initiating a wagering game-related event in response to detecting the marker, the event being pre-associated with the marker.

2.   (Original) The machine of claim 1, wherein the memory structure includes an association table having the marker and the event associated with the marker, the controller referring to the association table to identify the event to be initiated in response to detecting the marker.

3.   (Currently Amended) The machine of claim 1, wherein the event is selected from a group consisting of playback of another ~~sound~~ audio file, presentation of a bitmap (.BMP) file, playback of an animation file, and activation of a mechanical feature.

4.   (Original) The machine of claim 1, wherein the event includes an animation sequence involving movements of a character s mouth.

5.   (Original) The machine of claim 1, wherein the audio file is formatted as a wave (.wav) file, the marker being an audio cue point embedded within the wave file.

6.   (Currently Amended) A gaming machine for conducting a wagering game, comprising:

        a memory structure for storing an audio file associated with the wagering game, the audio file including a plurality of markers and a plurality of audio sequence interlaced between the markers; and

        a controller operative to play the audio file, successively play playing the audio sequences and initiate initiating game-related events pre-associated with the respective audio sequences in response to detecting the respective markers.

7.   (Original) The machine of claim 6, wherein the memory structure includes an association table having the markers and the events associated with the respective markers, the controller referring to the association table to identify the events to be initiated response to detecting the respective markers.

8.   (Currently Amended) The machine of claim 6, wherein each event is selected from a group consisting of playback of another sound audio file, presentation of a bitmap (.BMP) file playback of an animation file, and activation of a mechanical feature.

9.   (Original) The machine of claim 6, wherein at least one of the events includes an animation sequence involving movements of a character s mouth.

10.   (Currently Amended) A method of conducting a wagering game, comprising:

        storing an audio file associated with the wagering game in a memory structure the audio file including a marker and an audio sequence; and

        playing the audio file, including playing the sequence and initiating a wagering game-related event in response to detecting the marker, the event being pre-associated with the marker.

11. (Original) The method of claim 10, wherein the memory structure includes an association table having the marker and the event associated with the marker, and further including referring to the association table to identify the event to be initiated in response to detecting the marker.

12.   (Currently Amended) The method of claim 10, wherein the event is selected from a group consisting of playback of another ~~sound~~ audio file, presentation of a bitmap (.BMP) file, playback of an animation file, and activation of a mechanical feature.

13.   (Original) The method of claim 10, wherein the event includes an animation sequence involving movements of a character s mouth.

14.   (Original) The method of claim 10, wherein the audio file is formatted as a wave (.wav) file, the marker being an audio cue point embedded within the wave file.

15.   (Currently Amended) A method of conducting a wagering game, comprising:
       storing an audio file associated with the wagering game in a memory structure the audio file including a plurality of markers and a plurality of audio sequence interlaced between the markers; and
       playing the audio file, including successively playing the audio sequences and initiating game-related events pre-associated with the respective audio sequences in response to detecting the respective markers.

16.   (Original) The method of claim 15, wherein the memory structure includes
       an association table having the markers and the events associated with the respective markers, and
       further including referring to the association table to identify the events to be initiated in response to detecting the respective markers.

17.   (Currently Amended) The method of claim 15, wherein each event is selected from a group consisting of playback of another ~~sound~~ audio file, presentation of a bitmap (.BMP) file playback of an animation file, and activation of a mechanical feature.

18.   (Original) The method of claim 15, wherein at least one of the events includes an animation sequence involving movements of a character s mouth.